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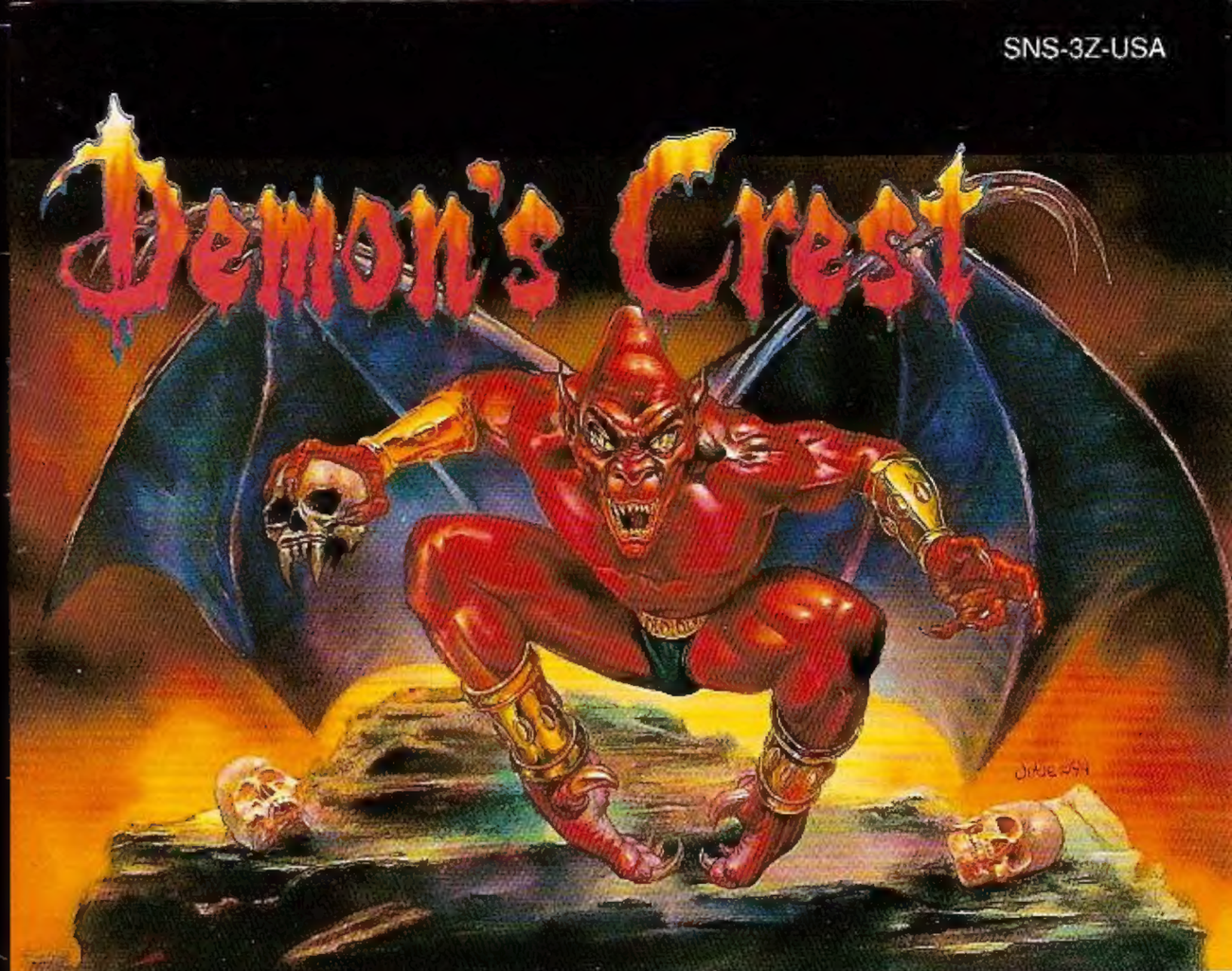

Instruction Manual

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

Demon's Crest

A Special Message from CAPCOM

Thank you for selecting Demon's Crest, the latest addition to CAPCOM's library of action titles for your Super Nintendo Entertainment System. Following such hits as Mega Man X and Knights of the Round, Demon's Crest continues the tradition of action packed games for the whole family.

Demon's Crest features colorful, state-of-the-art high resolution graphics, animation and sound. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Safety Precautions

Follow these suggestions to keep your Demon's Crest Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol or any other strong cleaning agents that can damage it.

Getting Started

1. Insert the Demon's Crest Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. Press the START button to bring up the title screen, or watch the opening scenes to find out about Firebrand's plight in the demon realm.

3. The title screen will show you the following choices: START, CONTINUE and OPTIONS. Press the control pad left or right to highlight the option you would like and then press the START button. (For an explanation of CONTINUE and OPTIONS, please see the corresponding sections in this manual.)

4. To begin playing the game, choose START and press the START button.

5. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

A Legend of Two Realms

Many, many years ago it was a time of fantasy and intrigue. Legends passed from generation to generation. People loved to spin tales of great warriors rising up against the tyrannical forces of those who ruled.

One such legend spoke of a world that was once divided into two different lands. The two realms existed in harmony: one ruled by humans, the other ruled by demons. There was rarely conflict between the two realms until one fateful day.

Six magical stones fell from the sky into the demon's realm. Inscribed on the stones were the Crests of Fire, Earth, Air, Water, Time and Heaven. These crests, when united, would grant unimaginable power.

Soon the demons began to fight over these magical crests. The demon realm erupted into civil war. The land was in turmoil over the stones until finally one red demon emerged with five stones by defeating all the others. This demon was known as Firebrand.

Firebrand was not satisfied that possessing the Crests of Fire, Earth, Air, Water and Time would end the

A Legend of Two Realms, cont.

war. He then challenged the Demon Dragon for the Crest of Heaven. After a long and desperate battle, Firebrand slayed the Dragon and gained the final Crest. But the price of victory was high. Firebrand was critically wounded.

Firebrand also did not realize that while he was obtaining the Crests, his success only moved him closer to failure. The jealous demon Phalanx secretly trailed Firebrand and waited for just the right moment.

"I have defeated the Red Demon!" Phalanx cried. "I shall reign supreme! With the power of the Crest, both the demon world and the human world are mine!"

Firebrand vowed revenge on Phalanx. Phalanx was clever, though. He separated the crests in case someone did rise up to challenge the power he possessed.

And now someone has risen to the challenge. The legend of Firebrand is about to unfold in the search for the Demon's Crest!

Firebrand

The red demon awakens to exude revenge on Phalanx and recover the stones of the Demon's Crest! It's up to you to guide Firebrand through the demon realm to locate the stones and gain spells, potions, talismans and coins.

Review the following areas for more on how to control Firebrand in his many forms:

Controlling Firebrand (default settings)

Move Firebrand left/right	*Press control pad left/right*
Make Firebrand jump	*Press the B button*

Firebrand, cont.

Make Firebrand hover in the air	*Jump, then press B button*
Make Firebrand fly	*Hover, then press control pad left/right*
Grab hold of wall or platform	*Jump up to wall*
Use Firebrand's weapon	*Press the Y button*
Use weapon while flying	*Fly, then press Y button*
Use spell or potion	*Press the X button*
Use Item Screen/ Pause Game	*Press START button*

Firebrand, cont.

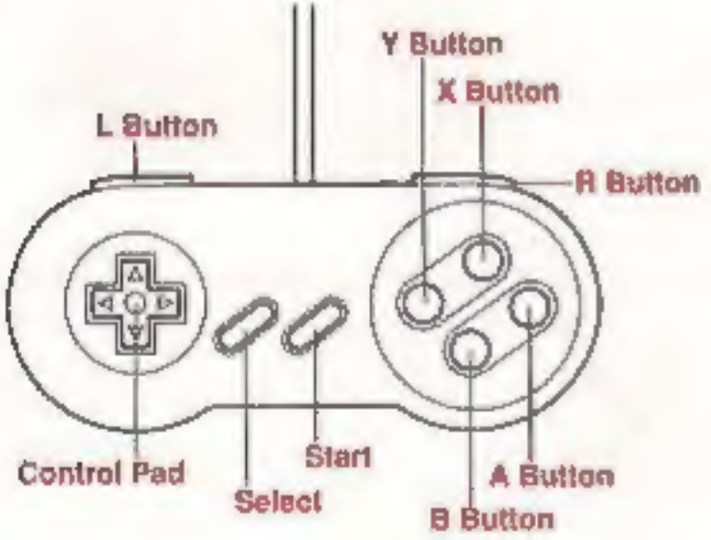
(Only when using Crest of Fire)

Head butt

Press the A button

Head butt in air

Press the B button, then press the A button



Firebrand, cont.

Using Crest of Fire Weapons

Firebrand begins his quest with a portion of the Crest of Fire, but must find four other weapons to complete the crest. Each weapon of the Fire Crest has a different function but all are activated by pressing the B button. Here is a description of the weapons.

Fire - Firebrand's normal fire weapon has long range but little effectiveness against enemies.

Buster - The buster has the same range but much more power. Allows Firebrand to blast through stone blocks.

Tornado - Use the tornado to reach higher areas. Only two tornadoes may appear at a time.

Claw - The claw will grab onto walls with spikes. Shoot the claw at the spikes, and Firebrand then can grab onto the claw and climb up the dangerous walls.

Demon Fire - This is the most powerful fire in the realm!

Firebrand, cont.

Powers of the Crest

Find the stones that make up the Demon's Crest and Firebrand can morph into another form. Not only is it important to find the stones to save the Demon Realm, but there are many abilities and special powers granted by each stone. Here is a description of each stone and its powers:

CREST OF EARTH

Morphs Firebrand into the Ground Gargoyle, who has great speed and the strength to break stone statues.

CONTROLLING GROUND GARGOYLE

Break stone statues	*Press A button*
Use great speed	*Press control pad forward + A button*
Fire weapon along ground	*Press Y button*
Fire weapon straight	*B button, then Y button*

Firebrand, cont.

CREST OF AIR

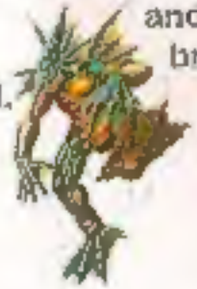
Firebrand becomes the Aerial Gargoyle and can soar much higher in the air. Weapon is very powerful disc. Aerial Gargoyle cannot grab hold of walls or platforms.

CONTROLLING AERIAL GARGOYLE

Hover	*Jump, then press B button*
Fly upward	*Press and hold A button*

CREST OF WATER

Allows Firebrand to survive in the water as the Tidal Gargoyle. When morphed into any other form, Firebrand cannot survive under water. The Tidal Gargoyle allows him to breathe and search the depths. His tidal weapon can break some stone blocks that are submerged.



CONTROLLING TIDAL GARGOYLE

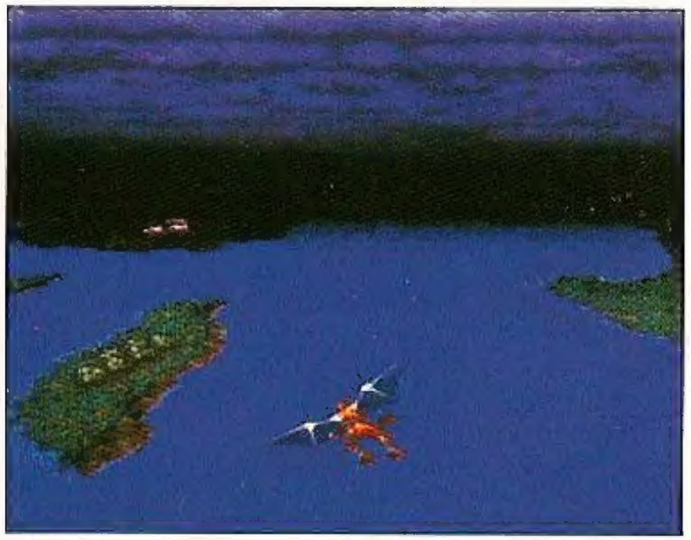
Swim	*Press B button repeatedly*

CREST OF TIME-

Slows time down and allows Firebrand to become the Legendary Gargoyle. It decreases the amount of damage inflicted by enemies. Also, Firebrand's skin shall become like iron to help reduce damage. Overall, the Legendary Gargoyle reduces damage by one-half.

Flying Across the Realm/Map Select

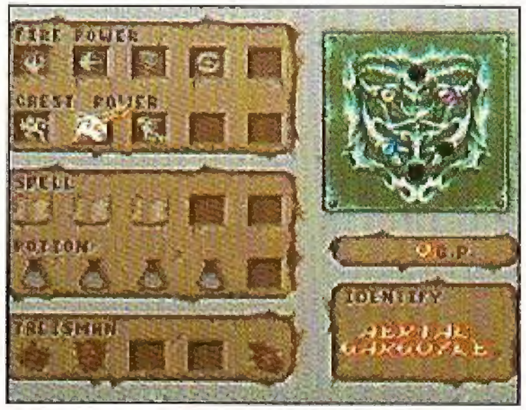
Once Firebrand reaches the end of an area or uses a special potion, he will fly high into the sky and the viewpoint will switch from the side to right behind Firebrand. This allows him to choose a new area in the realm to explore. Here is an outline of how to control Firebrand as he flies across the realm.



Make Firebrand fly around	*Press control pad in any direction*
Cause Firebrand to swoop in near the ground	*Press the Y button*
Choose a new area to explore	*Fly above area and press the Y button*
See an overhead map	*Stop moving, then press START button*

Using the Item Screen

The key to success for Firebrand is to use his powers to their ultimate abilities. Thus frequent changes in power are necessary. Follow these steps to change powers, select a potion or spell, or change the talisman you are using:

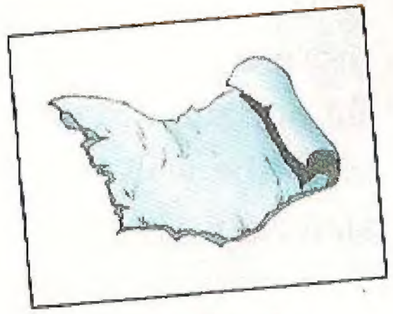


1. Press the START button to bring up the Item Screen.
2. Use the control pad to move the wand to the item you want to use.
3. Press the Y button to select the item.
4. A tone will ring, then press START to have Firebrand use the item.

In order to buy a spell or potion, you must first locate an urn or vellum in the realm. These items will hold the spell or potion you have purchased.

Using the Item Screen, cont.

Restores all vitality

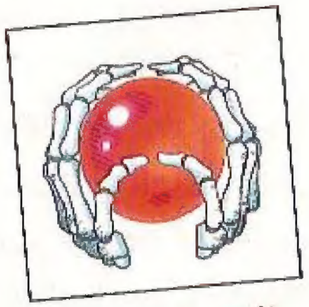


Vellum

Worth 1 G.P.

Worth 5 G.P.

Urn



Adds 1 unit of vitality

Restores some vitality

Worth 20 G.P.

Trio the Pago's Gaming Shops

Throughout the realm, Trio has set up gaming shops for demons. As you enter the gaming shops, you see many torches burning brightly above Trio. If you pay Trio his fee, you may earn more G.P. by head-butting a certain number of skulls that appear and quickly disappear throughout the holes in the wall within Trio's shop. Depending on the skill required, Trio will ask for a larger fee, but you may earn more G.P. or other prizes if you are successful.

The Black Lotus, Wise Man and Talisman Shops

These shops allow you to fill your vellums or urns. The Black Lotus shop is run by Phorapa, who sells potions to fill your urns. The Wise Man shop is run by Morack and offers spells for your vellums. The Talisman Shop is run by Malwous. While you find talismans in the realm, Malwous will identify the talismans and tell you what they do for you.

To use these shops, move the wand to the item you want to purchase and press the Y button. The shop owners will ask you if you want to purchase the item, so choose the response you want and press the START button. The item will then appear on your Item Screen if you have enough G.P.

Gargoyles

SOMULO

HIPPOGRIFF

BELTH

ARMA

SCULA

CONTINUE WITH PASSWORDS

Should Firebrand run out of vitality, and no potions are selected to continue, a GAME OVER message will appear. You then have 3 options:

1. RETRY-Press START to continue where you left off.
2. SELECT A STAGE-Allows Firebrand to fly across the realm and choose a new area to explore.
3. END-Choose this to end the current game and continue later. A password will appear so copy it down.

To continue later, choose CONTINUE from the title screen.

Continue with Passwords

1. Use the control pad to move the wand from slot to slot and input your password.
2. Press the B button or Y button to change a letter.
3. Move the wand to END and press START when you have entered your password.
4. Move the wand to EXIT and press START at any time to leave the password screen.

If the password you entered is incorrect, an error message will appear. Choose RETRY and make the necessary changes.

When the 3 options appear after the GAME OVER message, and you choose END the game will show the current password and then return to the title screen. If you immediately restart the game without turning off your system, the current password will automatically appear in the password entry screen.

Options

In the Option Mode, you may adjust the configuration of the control buttons and change the sound mode. Press the control pad up or down to move the wand from KEY CONFIG to SOUND MODE. You can change the buttons for Firebrand's ATTACK, JUMP, MAGIC and MENU. Also, adjust the sound mode from STEREO to MONAURAL (Mono) based on the capabilities of your T.V.

Demon's Notes

Warranty

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0500. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
475 Oakmead Parkway
Sunnyvale, California 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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